

farcode

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Goal

To help students on the process of learning functional programming with an interactive application based on a tangible block world boosted by augmented reality and software feedback.

Tags: functional programming, block world, AR, software feedback

Issues (1/2)

- **Conceptual:** by focusing on students to overcome the main difficulty when learning functional programming (data is not explicit).
- **Technical:** by developing a multi-platform open source software application using unstable libraries.

Issues (2/2)

- **Interactive:** by implementing the best fit software feedback.
- **Practical:** by testing the application on real programming students to analyse the effectiveness of the method.

Solution (1/3)

Development Phase

- Open source (GPL)
- C++
- OSGArt

Solution (2/3)

Development Phase (DEMO)

Solution (3/3)

Test Phase

- Design
- Deployment
- Measure Transfer-of-Training (Erlang)

Future Work (1/2)

- Finish the base development (ASAP).
- Choose the tests problems wisely.
- Run the tests on the subjects.
- Write Conclusions.

Future Work (2/2)

- Write paper and thesis.
- Graduate.

